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Are you ready to play some Dungeons and Fucking Dragons? The Kobold Wizard's Dildo of Enlightenment +2 is an absurd comedy about a group of adventurers (elf, halfling, bard, dwarf, assassin, thief) going through an existential crisis after having discovered that they are really just pre-rolled characters living inside of a classic AD&D role playing game. While exploring the ruins of Tardis Keep, these 6 characters must deal with their inept Dungeon Master's retarded imagination and resist their horny teenaged players' commands to have sex with everything in sight. Featuring: punk rock elf chicks, death metal orcs, porn-addicted beholders, a goblin/halfling love affair, a gnoll orgy, and a magical dildo that holds the secrets of the universe.
Billy Gillespie wakes up one morning to discover his junk is gone. In its place is his wife's junk. Billy is now Tina, and Tina is dead. That's because Billy's dead. His lifeless body is still in bed and empty beer bottles and a container of antifreeze litter the kitchen counter. Over the next 24 hours, Billy and an odd assortment of neighbors, all experiencing their own bouts of body switcheroo, try to figure out what happened and why. Can they do it before the Feds find Billy's body? Was it aliens that caused this, or God, or the government? And did Edgar Winter really sleep with his sheep? Pro football Hall of Famer Terry Bradshaw has those answers in a story that asks, What Would Kirk Cameron Do?

FACE the RIVER'S FURY! In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems. Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler. Now, the player characters must unravel the truth behind Ellessandra's disappearance, piece together the involvement of a young brownie turned-fey lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur! This Pathfinder Roleplaying Game adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold adventurers' skills to the limit!
This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. TheDungeon Master's Guide lbuilds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits includeComplete Adventurer, Races of Stone, andUearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoringComplete Divine and co-authoring Races of StoneandUearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief ofDungeon Magazine. His design credits includeFiend Folio andMonster Manual III, as well asBow and Bladefor Green Ronin Publishing. JAMES JACOBS is the associate editor ofDungeon Magazine and has published numerous articles inDragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoringThe Book of Aberrations,Races of Faerun, andFrostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying gamesFeng Shui,Heroquest, andDying Earth, along withRobin's Laws of Good Gamemastering.

The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons® core books Player's Handbook! Dungeon Master's Guide! Monster Manual!

An exciting new set of Biff, Chip and Kipper stories from Roderick Hunt and Alex Brychta full of modern-day appeal. These stories support children's transition from fully decodable phonic readers to stories with richer language. Children will enjoy exploring the humorous illustrations and familiar situations.

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! "A Dungeons & Dragons(r) adventure for characters of levels 1-15"

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Xombi centers around David Kim, a medical researcher who was attacked in his laboratory by strange creatures and left for dead. His supernaturally induced mortal injuries were repaired by nanomachines injected into his body. The combination of science and the supernatural has had two consequences. 1) He cannot die. Ever. He can self-heal any wound, any disease, never has to brush his teeth, diet, worry about aging, or use a toilet. The nanomachines in his body process everything and keep him in peak physical condition. This condition brought on by artificial means is what makes him a xombi. 2) He has now become a magnet for supernatural phenomenon. All manner of really strange stuff occurs with him somehow winding up in the center of it.

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